

# TELEGAMES

Presents-

## HYPERDROME THE INSTRUCTIONS

### INTRODUCTION

Welcome to the futuristic sport of Hyperdrome. Drop into your grapple and learn all the rules. Capture precious jewels and equipment and attempt to score points by depositing them in your own goal. Obtain power-ups to boost the energy and ideal possession of total energy. Compete with up to three of your friends and play against each other in this fast-paced futuristic sport.

### GETTING STARTED

1. Insert your Hyperdrome cartridge into your Lynx - with the labels side facing the Lynx.
2. Turn on the Lynx - the Hyperdrome start screen appears.
3. After a few seconds the instruction title screen appears - you can press space 2 at any time to turn off the music.
4. Press A or B to enter the options screen - select your options then select "START GAME" and press A or B to enter the arena.

**Move** - use the joystick to move the cursor left and right and use the A and B buttons to select the desired letter.

**Colour** - use left or right (jogged) on the A or B buttons to select your colour.

**Speed / acceleration / decelerate** - use right or left (jogged) on the A or B buttons to select your desired combination of joystick characteristics - note that increasing one characteristic may decrease another.

**Difficulty** - use left or right (jogged) on the A or B buttons to select the desired difficulty. The arena will become more dangerous as the higher difficulty levels.

Wait for the countdown to expire - then press A or B to launch your grapple into the playfield.

### PLAYING THE GAME

You are tested in the context of your grapple for the relative of the speed and your score appears as the number of the screen in your grapple corner. On the left is your Power Bar and on the right is your Shields Bar. If your shields become depleted you begin to lose power with each subsequent hit. The more power you lose the more difficult it will be to recover your grapple.

The center Power and Shields either re-enter your home goal or launch an object into your goal. Your energy levels will reappear very quickly.

You have a radar located in the lower center of the screen - the left field identifies the object on your radar and the right field (shown as one of shifting lines) indicates where the object is located relative to your current position and facing. Use the A button to cycle through the objects on your radar.

